

BIG BROTHER

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BIG BROTHER:

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STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD:

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The Diplomacy Board has a total of 75 spaces to which pieces may move. (A chess board has just 64 spaces!) 56 of these are land provinces. 19 are sea spaces. 14 of the spaces are landlocked and may only be entered by Armies. Fleets may go to the 19 sea spaces and 42 coastal land areas for a total of 61 spaces. (this is five more than the 56 areas that armies may move to!) Of the 56 land provinces 34 are supply centers and 22 are non-supply provinces. Of the 14 spaces that may only be reached by armies 7 are supply centers and seven are not.

Country:	A	B	C	D	E	F	G	H	I
England	6	3	3	0	0	6	5	3.0	3.8
France	6	3	3	2	2	5	8	4.5	2.2
Germany	6	3	3	3	3	6	11	5.2	1.8
Italy	6	3	3	2	0	6	7	3.7	3.5
Austria	6	3	3	3	2	5	10	5.7	0.5
Russia	7	4	3	3	3	6	11	4.4	1.8
Turkey	5	3	2	1	1	5	5	2.8	3.4
Total:	56	34	22	-	-	-	-	-	-
(Neutrals)	14	12	2	-	-	-	-	3.1	3.9
(Sea Spaces)	-	-	19	-	-	-	-	-	6.1

Explanation of above chart:

A-Total provinces in homeland. B-Number of Supply Centers.
 C-Non-Supply provinces. D-Borders other Major Powers.
 E-Borders Neutral Supply Centers. F-Homeland border spaces.*
 G-Foreign spaces along border.* (*If F is greater than G it is a favorable situation. However if G is greater than F the border situation is unfavorable. Note Germany which seldom wins a game!)
 H-Average Mobility of Army units. I-Average Mobility of Fleets.
 (Mobility is hereby defined as the number of adjoining spaces to where a piece may legally move to.) Note that Austria has the land greatest mobility and this is why Austria is the most fun to play! Turkey of course has the least land mobility. England of course has the greatest sea mobility and Austria the least.

The most important Sea space is the North Sea which has a fleet mobility of 11. Close behind are the Mid-Atlantic Ocean and the Ionian Sea which both have a fleet mobility of 9. The weakest sea space with a mobility of only 3 is the Barents Sea. Controlling the sea squares with the greatest mobility can win the game.

As far as Armies are concerned the most important spaces are Burgundy, Munich, and Galicia. Who ever controls these should win the game. Their mobility ratings are 7. The weakest land spaces are North Africa, Tunis, and Portugal with 1 each.

Fleets on a coast fare best in Denmark, Norway, & Sweden where they all have a mobility of 6. The worst fleet positions are Syria, Portugal, and the North Coast of St. Petersburg. (Cont. some time.)

DIE BROOKLYN #47: PLEAS COULD COME #3: 17 NOV. 1967:
 WINTER 1908: - TURKISH MAPS ICHIAN BNA SUNCI
 Franco-Build Army Marseille
 GERMANY-Build Army Munich
 Turkey-(No retreat received! Since this is the third
 miss Turkey is in civil disorder rest of this game.)
 SPRING 1909 Moves due 6PM, FRIDAY, 1st. DEC. 1967.

 WINTER 1903: TIGERS GAME #3: 17 NOV. 1967:
 ENGLAND PREPARES TO RESIST EASTERN POWERS!
 England-Build Army Liverpool & Fleet London
 Italy-Sorry, no build received. (Note: East Issue not
 one person missed a move in all six games. This time
 just one person in all five games missed a move!)
 Russia-Build Army Sevastopol
 Turkey-Build Fleet Constantinople
 SPRING 1904 Moves due 6PM, FRIDAY, 1st. DEC. 1967.

 SPRING 1902: LIONS' GAME #6: 17 NOV. 1967:
 AUSTRIA IS DEFEATED ON TWO FRONTS!
 ENGLAND----Fleet-English Chan. O A Wales to Belgium
 Herndon Fleet-London to North Sea
 Fleet-Norway S E London to North Sea
 Army-Wales to Belgium
 FRANCE----Fleet-Portugal S A Spain
 Roland Army-Spain S E Portugal
 Fleet-Brest S A Picardy
 Army-Picardy S E Brest
 Army-Paris to Burgundy
 GERMANY----Army-Munich to Silesia
 Johnston Army-Berlin S A Munich to Silesia
 Army-Ruhr to Holland
 Fleet-Danmark to Sweden
 ITALY----Army-Venice to Trieste
 van Metze Army-Tyrolia S A Venice to Trieste
 Fleet-Ionian Sea to Greece
 AUSTRIA----Army-Galicia to Ukraine (Ret. to Don, Bud)
 Lake Fleet-Greece holds Army-Serbia holds
 Army-Venice to Tyrolia (Army in Vienna)
 Army-Trieste S A Ven to Ty (Ret. Bud, Alb)
 RUSSIA----Army-Silesia to Galicia; R-Ryd. to Paris
 Warden Army-Warsaw S A Silesia to Galicia
 Fleet-Sevast. to Armenia
 TURKEY----Army-Armenia to Urm.; A-Tulgaris to Aram.
 Naus Fleet-Smyrna to Aegean; A-Ankara to Aram.
 Fleet-Black Sea S A Ankara to Armenia
 Summer retreats & FALL 1902 Moves (Conditional as to
 retreats are due by 6PM, FRIDAY, 1st. Dec. 1967.

BIG BROTHER #47: GAMESMASTERS' GAME #1: 14 November '67:
 FALL 1917: GERMANY REGAINS ALL HER MAJOR CITIES!
 SPRING 1918 Moves due before 6PM, FRIDAY, the 1st. of DEC. 1967.

ENGLAND---Fleet-Edinburgh stands.

FRANCE---Armies-Warsaw & Kiel shot!

Armies-Paris, Holland, Prussia, Piedmont & Sevast. stand.

Fleets-Brest, London, Mid-Atlantic, & Norweg. Sea stand.

GERMANY---Army-Venice to Rome

Kozing Army-Marseilles to Spain*

(*This Army is ordered to retreat to Gascony)

Fleet-Baltic Sea to Kiel

Army-Berlin & F Baltic Sea to Kiel

Fleet-North Sea to English Channel

Fleet-Danmark to North Sea

Army-Livonia to Warsaw

Army-Moscow & A Livonia to Warsaw

ITALY---Army-Bulgaria to Rumania

McCallum Army-Rome to Venice

Fleet-Spain (SC) to Marseilles

Fleet-Gulf of Lyon & F Spain(SC) to Marseilles

Fleet-Western Med. to Spain (See Rule #80)

TURKEY---Army-Serbia stands.

Fleets-Aegean, Constat., Smyrna, & Syria stand at anchor.

Supply Centers Controlled By:

England-Edi (1) Constant

France-Bre, Par, Bel, Mol, Spa, Port, Liv, Lon, Sev (9) Constant

Germany-3 home, 3 Aust, 3 Scand, St. Pete, Ven, War, Mos (13)

Only room for one build.

Italy-Tun, Gre, Bul, Rome, Nap, Rum, Mar (7) Only room for one build.

Turkey-3 home, Serb (4) Gamesmaster removes army Serbia.

WINTER 1917: Germany-Build Army Munich.

Italy-Build Army Naples.

WINTER 1905: WINNERS' GAME #4: 14 November '67:

ENGLAND PREPARES TO SEND STILL MORE TROOPS TO WAR!

SPRING 1906 Moves are due 6PM, FRIDAY, the 1st. of DEC. 1967.

England-Build Army London & Fleet Edinburgh.

Italy-Builds Army Rome.

Austria-Builds Army Vienna.

Russia-Retreats Army St. Petersburg to Moscow.

Removes Fleet Aegean Sea.

 Fee to play in Big Brother explained elsewhere this issue! Note,
 while they last the complete moves of finished B.B. Game #2 (29
 pages) in B.B. #48 for 35¢ to cover paper & postage etc. HURRY!-BB.